



# 2022 - 2023 DEDUCTIONS

Updated 6/30/2022

**Deductions can be given prior to, during or after a performance.**

## Individual Athlete Deductions

---

### Athlete Bobble (AB) - 0.25

- Landing on hands/knees during tumbling or jumps
- Tumbling in/out of a stunt transition

### Athlete Fall (AF) - 0.5

- Landing on head, shoulders, back or other compromising positions during tumbling or jumps
- Drops from airborne tumbling skills to knees

## Building Deductions

---

### Building Bobble (BB) – 0.5

- Stunts, tosses, or pyramids that almost drop or fall
  - Excessive movement of the bases
  - Dropping from an extended or prep level skill where at least one foot of support is at/above prep level
  - Stunts that come down but do not meet the other Building Deductions
- \*This would not include dropping of a body position or omission of skills.

### Major Bobble (MB) – 1.0

- Top person becomes weight bearing on the spot of a stunt
- **College** - Top person incorrectly bears weight on middle layer during pyramid

### Building Fall (BF) – 2.0

- Dropping to a load in, cradle, prone or flat back position
- Base or spot landing on the ground **anytime during a stunt, transition, or dismount**
- Controlled lowering of a falling top person
- Dropping from a skill and support is below prep level (both feet in a 2-foot stunt or the foot of support in a 1-foot stunt)
- Incomplete **TWISTING** tosses/dismounts (side or prone landings)

### Major Fall (MF) – 3.0

- Dropping to a compromising position (positions not listed in Building Fall)
- Uncontrolled lowering of a falling top person
- Multiple bases/spotters landing on the ground
- Tosses that do not land in a cradled position (upright or inverted landings)
- **College – FLIPPING TOSSES** - Incomplete rotation (twisting or flipping)

### Pyramid Fall (PF) – 4.0

- 2 or more connected stunts falling
- 2 or more top persons/middle layers falling

During a pyramid, building bobbles and falls will be used until a single pyramid has received 4.0 in deductions. Once the pyramid has received 4.0 or more points in deductions, the Pyramid Fall deduction will be used. When multiple pyramids are built at the same time, each pyramid will be treated separately. If additional deductions are a result of the initial fall/falls, only 1 Pyramid Fall will be issued for that pyramid. Once a pyramid is rebuilt and shows stability, additional deductions can be given.

### Out of Bounds – 0.5

- One entire hand, foot or body part is completely outside of the performance surface – National Championship Only

### \*Props – 0.5

- Hard props released from a top person
  - A person on the ground throwing **to another person or discarding** a hard prop with the intent of distance
  - **Athletes performing/landing stunts, tumbling or jumps on props.**
  - **Top person using a prop with a metal or other hard material pole(s).**
  - Examples of Hard Props: corrugated plastic signs, megaphones, poster board signs, flags/banners with poles
- Note: Props maybe placed off the performance surface by someone standing inside the performance surface.

### \*Unsportsmanlike Behavior – 1.0

- When a coach is in a discussion with an official, other coaches, athletes, or parents/spectators, they must maintain professional conduct. Increased behavior could result in removal or disqualification.



# 2022 - 2023 DEDUCTIONS

Updated 6/30/2022

## \*Excessive Celebration / Team Introductions – 1.0

- Introductions (organized entrances, chants, spells outs, etc.) are considered part of the routine and will be timed as part of the performance. Team breaks, rituals and traditions need to take place prior to entering the mat.
- Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures (chest bumps, hands, handshakes, etc.).
- Teams should refrain from any type of excessive celebration following the team’s performance (team huddles, alternates/coaches entering the competition floor, and/or falling to the ground following the performance).
- **Teams that fall during skill(s) at the end/after the performance will receive the deductions matching the type of fall.**

## Time Limits – 1.0/2.0

- Timing will begin with the first movement, voice or note of the music, whichever comes first. Judges will not issue a deduction until their stopwatches show a time of 3 seconds over the allotted time. If a routine has multiple time limits, each section could receive a deduction.
- 1 – 5 Seconds over – 1.0
- 6 seconds or more – 2.0
- Game Day timing will not include the team spiring, rallying, jumping, kicking, or tumbling prior to the start of the routine. Game Day Routine timing will end with the last synchronized voice or note of music. This would include call backs after the music has ended.
- If a routine is retimed as part of a review, the exact time will be used without the 3 second allowance listed above.

## \*Bows - .25

Bows should not be excessive in size and should not be a distraction to the performance. Bows should be worn in a manner to minimize risk for the participants, should be adequately secured on the back of the head with the tails facing down, and should not fall over the forehead into the participants’ eyes or block the view of the participants while performing.

## Game Day Format Violation – 1.0

- Skills that do not meet the additional skill restrictions for a Game Day Performance. Examples include:
  - Exceeding 3 consecutive 8-counts of incorporation during the fight song (High School and Below)
    - **Building Skills that are stationary prior to the end of the 3<sup>rd</sup> 8-count may remain stationary until the end of the routine. Dismounts following the completion of the routine will not be included for timing purposes.**
  - Stunting outside the allotted restrictions
  - NFHS/USA Cheer approved stunts/pyramids/tumbling that is not allowed during a Game Day Routine:
  - Incorrect Situational Sideline response including calling a general sideline
  - Prohibited Skills During Game Day Routines

Rec, Junior High, Junior Varsity and Varsity Teams	College Teams
Tosses (basket, sponge or elevator) that land in a cradle	Flips into/out stunts or pyramids
Stunt/Pyramid Inversions	Twisting stunts, tosses, and dismounts greater than 1 ¼ twist
Dismounts that are released and twist	Flipping tosses that twist
Single leg body position - Exception: Liberty and Liberty Hitches	Twisting Airborne Tumbling Skills – <b>Exception – Aerials are allowed</b>
Running or Twisting Tumbling	
Standing Tumbling with more than 1 hip overhead rotation performed during the pass – single skill only	

## General Safety Violation – 2.0

- When skills are performed illegally, however the skill itself is legal. Examples include:
  - Braced flip where one of the bracers happens to fall during the flip
  - Incorrect spotter grips on single base style stunts or college pyramids
  - Tumbling/Building in a Non-Tumbling/Non-Building Division
  - Performance Errors

## Specific Safety Violation – 3.0

- When a skill is not performed in a legal manner. Examples include:
  - Braced flipping pyramid with only 7 people or a bracer in a shoulder sit
  - Release transitions landing inverted
  - Missing a Required Spotter – does not include incorrect spotter grip

**\*The following deductions may only be issued one time per performance. However, all others may be received multiple times with no max: Props, Unsportsmanlike Behavior, Excessive Celebration / Team Introductions, Bows**